

DragonLance RULES BY LIUMAS

2014-08

Illustrated condensed rules. All Basic and Advanced rules nicely formatted and condensed down to 8 pages. Suitable for printing in color or black and white. I printed out 2 in b&w for the group.

Page 2-4: Basic game rules – play a full game with just this.

Page 5-8: Advanced and Optional game rules.

UPDATE 2014-07: Rules fix courtesy Marshal Anderson (thanks!),
and very slight barely noticeable formatting changes.

UPDATE 2014-08: Picture fix – switched Verminaard with Gunthar.



GAME DragonLance 1988
DESIGNER Michael S. Dobson, Scott Haring, Warren Spector
BGG ID 795

8 pages intended for printing on double-sided sheets.

Chris Conboy August 2014, July 2014, April 2012, July 2006

Liumas at BoardGameGeek

cconboy@optonline.net

chris@ageofgods.com



1988

**Warren Spector
Michael S. Dobson
Scott Haring**

**60 Minutes
2 - 6 Players**



OBJECT

The game is won immediately by the player who has one of their dragons carry the DragonLance from the tower back to one of their lair hexes and then descends the dragon to zero altitude.

BASIC GAME SETUP

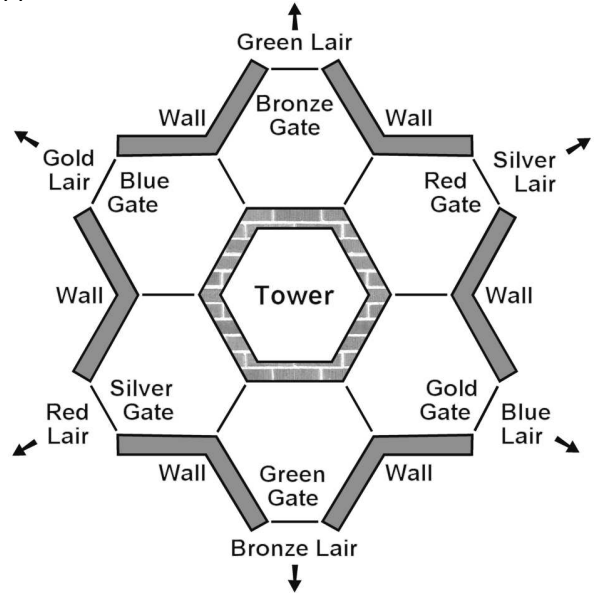
- Place the tower, walls, and 6 gates in the board center. Place the DragonLance atop the tower.
- Leader characters, magic items, and flying citadels are not used.
- Ignore the Mountains, Forest, and Water, and also the arrows printed on the board.
- Shuffle the 24 magic spell cards.
- Each player chooses a dragon horde color, and sits near that color lair. Place all 5 dragons of the horde, one in each hex of its lair.
- High roll goes first, play then proceeds clockwise in lair order.

ADVANCED GAME SETUP

- As above, with the following changes.
- Deal or choose leader characters. Each player controls their leader's dragon horde.
 - The optional advanced terrain rules may be used.

2 or 3 Player Option: Each player controls 2 hordes on opposite board sides. Hordes may not share cards.

2 Player Option: As above, but each player controls 3 opposite hordes.



GAME TURN

On their turn each player can move, fight, draw and play cards, and capture the DragonLance. All movement points must be used, but all other activities are optional. Actions can be done in any order, except as noted below.

MOVEMENT

Movement Points

Roll 1d10 at the beginning of each player turn to determine movement points. If a 1 or a 2 is rolled then the player may draw a magic card. All movement points must be used during the turn, unless the player only has 1 dragon and is somehow blocked and unable to use all the points.

Movement points can all be used for a single dragon or split as desired among any of that player's dragons. It costs 1 point to move 1 hex any direction, and also to ascend or descend 1 altitude level.

Altitude

All dragons start the game at zero altitude. A dragon may not move to another hex unless it is at an altitude greater than zero. It costs 1 movement point to ascend or descend 1 level of altitude.

Stack altitude markers under a dragon to mark its current altitude. If all altitude markers in the game are in use then no dragon may ascend higher.

A dragon may ascend or descend as many levels as desired while staying in the same hex. A dragon may not both ascend and descend in the same hex.

A dragon may not end its move at an altitude greater than 10 but may be higher than 10 during its move.

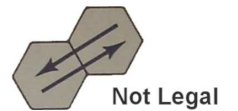
Definitions

- Courtyard:** Center area between the tower and walls.
- Horde:** All of a single color of dragons.
- Lancer:** Dragon currently holding the DragonLance.
- Level:** Altitude, marked by the white altitude chips.

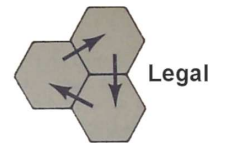
Illegal Moves

No dragon may enter or move through a hex containing another dragon, regardless of either dragon's altitude.

A dragon may only be at altitude zero at the beginning of the game or at the end of the game when it lands on a lair hex with the DragonLance. If a dragon goes to altitude zero at any other time (voluntarily or as a combat result) then that dragon crashes and is removed from the board.



A dragon may not go back and forth between 2 hexes more than once (see diagram).



Tower Courtyard

A dragon may only enter the Tower Courtyard through its own color gate. A dragon may leave the courtyard through any gate. To pass through a gate a dragon must be at altitude 4 or less.

Only 1 dragon of a given color may be in the courtyard at the same time.





COMBAT

A dragon may attack any other dragon of a different color if it enters an adjacent hex and both are at the same altitude. It costs no movement points to attack. Each dragon may attack up to once per turn. A dragon who starts next to another dragon may attack without moving.

A dragon may *not* be attacked while it is at zero altitude or if it is atop the Tower.

Combat and Movement may be done in any order. A dragon may move, then attack, then move away at the end of the battle.

Combat Roll

The attacking dragon rolls 1d10 then adds its attack modifiers. The defender then rolls 1d10 and adds any defense modifiers. Higher rolls wins. If the roll is tied then there is no winner. Magic cards played as part of the battle must be played before any dice are rolled.

Combat Results

The losing dragon drops in altitude by 1 level for every point by which it lost the battle.

The Tower Courtyard

The courtyard must be entered through the gate of the same color as the dragon. A dragon may exit through any gate. Only 1 dragon of a given color may be in the courtyard at the same time.

A dragon must pass through a gate at 4 altitude or less, whether entering or leaving. Neither a gate nor a wall may be flown over. The magic card Passwall will allow a dragon to pass through a wall.

The Tower (Altitude 10)

The DragonLance begins the game on top of the tower in the center of the board.

To enter the tower a dragon must be in an adjacent courtyard hex and must be at altitude 10. To enter then costs 1 movement point. Place the dragon on the tower, with no altitude markers; put the DragonLance into its slot on the dragon.

A dragon ends its move when it is placed on the tower and picks up the DragonLance. Any remaining movement points must be used by other dragons,

The DragonLance

The dragon carrying the DragonLance is called the **Lancer**, and receives +5 to all combat rolls, both attack and defense. Possession of the DragonLance is required to win the game.

Attack to Capture the DragonLance

A dragon may attack the Lancer to capture the DragonLance instead of a regular attack. This must be declared before dice are rolled. The Lancer gets an additional +3 defense in this case. The attack is handled in all other ways as a regular attack.

Example: The winner rolled a 9, the loser rolled a 7. Thus the loser drops 2 levels of altitude.

Attack Modifiers (3 types)

Movement: Every movement point the attacker used to move into attack position is added to the die roll.

Example: If the dragon move 3 hexes then ascended 4 levels, then it would add +7 to the combat die roll. The path moved does not have to be a direct path.

DragonLance: Add +5 to the 1d10 roll.

Magic Cards: Attacker can choose to play a magic card which adds an attack modifier.

Defense Modifiers (2 types)

DragonLance: Add +5 to the 1d10 roll.

Magic Cards: Defender may choose to play a magic card which adds a defense modifier.

Death & Crashing

If a dragon drops to level zero or less as a result of combat then it crashes and is out of the game. Once all of a player's dragons have crashed that player is out of the game.

A dragon on one side of a gate may attack a dragon on the other side through the gate, as long as both are at the same level. If 2 dragon are on either side of a gate, but at different altitudes, then the entrance through that gate is blocked until one moves away.

If a player has only 1 dragon left in the game, and is inside the courtyard and the situation is such that they can't use all of their movement points, then any unused points are discarded. The dragon must move as much as it can.

unless this is the player's only dragon (in which case any remaining movement points are discarded).

A dragon that has picked up the DragonLance must leave the tower on its next turn. A dragon sitting atop the tower cannot be attacked. If the DragonLance has been taken from the tower then no dragon may land there.

A dragon may fly over the tower by ascending to an altitude of 11 or higher, but must end its movement at an altitude 10 or less. A dragon may do this fly over regardless of whether the DragonLance is there.

If the attacker wins he takes the DragonLance from the defender and becomes the Lancer. The defender does not lose any altitude. If the attacker loses then that dragon loses altitude as in a regular attack. In a tie there is no affect.

Attacking the Lancer Normally

The Lancer gets the +5 DragonLance combat bonus but does not get the extra +3 for defending against a capture attempt. If the Lancer is reduced to zero or less altitude then he has crashed and is eliminated – return the DragonLance to the Tower.



MAGIC CARDS

There are 24 magic cards which grant bonuses and special abilities. A player draws a magic card whenever 1 or 2 is rolled for movement. Except for Haste all cards may be played as soon as they are drawn. Magic cards are held secretly, with no limit to the number each player may hold at one time.

Any player may play cards on anyone's turn, but a player may only play 1 magic card per dragon they control per turn. Once played the card is discarded. Reshuffle the discards as needed to form a new draw pile. If no magic card is available in the draw or discard pile when a player rolls a 1 or 2 for movement then no card is drawn (they don't get to make up for it later when cards become available).

Cloudkill / Cone Of Cold / Fireball / Incendiary Cloud / Lightning Bolt / Power Word

Each gives +6 to an attacking dragon. One color dragon is immune to each of these, as noted on the card, but that color dragon may still *play* the card on someone else.

Meteor Swarm

Gives an attacking dragon +9. No color is immune.

Globe Of Invulnerability

Gives a defending dragon +10.

Magic Missile

Gives an attacking or defending dragon +3.

Dispel Magic

May be played *any* time after another magic card has been played to cancel the 1st card's effect. The Dispel Magic player need not be targeted by the 1st card. If 2 or more magic cards are in effect when Dispel Magic is played then only the last played card is dispelled.

A Dispel Magic may cancel a Dispel Magic, in which case the original card the 1st Dispel Magic was played on goes back into effect.

Fear

Play this on one of your dragons. All dragons in adjacent hexes must move away, regardless of their altitude. Dragons move away in clockwise order starting with any dragon the card player chooses. A moving dragon chooses which hex it moves to, as long as the new hex is not still adjacent. If a dragon can't flee (eg, blocked by a wall) it instead loses 1d10 levels (this may cause it to crash). No movement points are spent to move away.

GAME END & WINNING

The game is won immediately when the Lancer lands on one of his own color lair hexes *and* descends to zero altitude.

If the Lancer is in such a lair hex at a higher altitude but then descends to zero as a result of damage then the Lancer does not win, but instead crashes and is eliminated – return the DragonLance to the tower.

If Fear is played during another player's turn then no dragon may enter a hex adjacent to the target dragon for the remainder of that player's turn. Thus the target dragon may not be attacked for the rest of this turn. This card may be played after an attack is announced to cancel that attack, but it must be played before any dice are rolled.

The Lancer is immune to Fear, but may play the card to affect other dragons.

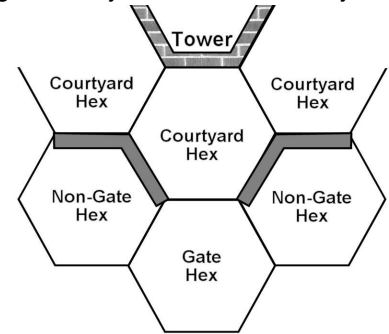
Haste

Play this card before rolling the d10 for movement. Instead, roll 2d10 for movement, and add them together. Draw a magic card for any roll of 1 or 2, possibly drawing up to 2 cards. If dispelled then 1d10 is rolled for movement as normal.

Passwall

Allows a dragon to cross a tower courtyard outer wall, in either direction and at any altitude, via any non-gate hex. The dragon may attack normally afterwards.

If dispelled then the Passwall does not occur. The moving player may take back the movement and combat action for that dragon (and only for that dragon) as if it never occurred.



Teleport

Allows a player to move any one of his or her dragons to any legal space and altitude, including to the top of the tower. The dragon may not teleport to a space occupied by another dragon, and may not teleport to an altitude higher than 10. The Lancer may not teleport.

This movement costs zero movement points. But any movement before or after the teleport is still added in as a combat attack modifier. **Example:** A dragon 10 hexes away from its target moves 6 hexes and then teleports next to the target. The attacker will add +6 to the combat roll. The additional 4 hexes moved by the teleport do not increase the attack modifier.

If dispelled then the Teleport does not occur. The moving player may take back the movement and combat action for that dragon (and only for that dragon) as if it never occurred.

GAME HINTS

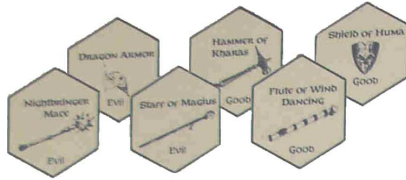
- Get all your dragons in the air to provide more options.
- Keep your dragons flying high, and thus harder to kill.
- Don't go after the DragonLance right away.
- Try to eliminate other dragons.
- Don't chase the Lancer. Head to where he must go and get him there instead. Place your dragons in his lair hexes so he will have to fight there in order to win.
- Use magic cards carefully. You may only get 2 or 3 all game. Don't get left with them at game end.



Flying Citadels – ADVANCED GAME

6 flying citadels circle the tower. Each is a moving obstacle and each contains a powerful magic item.

Setup: Randomly place the 6 citadels face down on the 6 dots around the tower.



Movement

Each of the citadels will move just before each of the 1st player's turns (don't move them on the very 1st turn). Each moves 1 hex along the ring of clouds in the direction indicated. A flying citadel completely blocks its hex, from altitude zero through 10. A dragon temporarily flying higher may fly over a citadel. If a citadel hits a dragon when it moves then it has collided with it (see *Collisions*).

Entering A Citadel

Each entrance is at altitude 3. A dragon may fly into a citadel from any adjacent hex at altitude 3 by spending 1 movement point. A dragon ends its movement upon entering (any remaining movement must be spent on other dragons unless this is the player's only dragon). A dragon inside a flying citadel may not attack nor be attacked, and must leave next turn. The Lancer may never enter a flying citadel.

A dragon may not leave a citadel and return to it in the same turn, though it may fly from one citadel to a

different one within a turn.

Searching For Magic Items

A dragon entering a citadel may immediately search for the magic item hidden there by rolling 1d10, where 5 or better is success. On 4 or less the search fails, and the dragon must simply leave next turn. The citadel remains on the board after searching.

If the search is successful, pick up the citadel and look at its bottom. Each has a different item, and is labeled Good (Gold, Silver, Bronze) or Evil (Red, Blue, Green). A dragon must be the correct color to wield an item. If the alignments match then the player takes the corresponding magic item card. If the item has already been taken then the player is out of luck.

Collisions

If a flying citadel runs into a dragon then the dragon loses 1d10 levels, possibly crashing. If the dragon does not crash then it is pushed ahead of the citadel along the cloud ring. If the next hex along the ring is occupied by another dragon then the pushed dragon may instead move to any hex adjacent to where he started. If all possible escape routes are blocked then the dragon automatically crashes and is eliminated.

If the *Same Hex, Different Altitude* option is in use then the dragon may escape to a different altitude of an occupied hex.

Magic Items – ADVANCED GAME

There are 6 magic items, one in each flying citadel. Only Good dragons can use the Good items (Gold, Silver, Bronze), only Evil dragons can use the Evil items (Red, Blue, Green).

A dragon may carry up to 1 magic item, and a given player may only control up to 2 (on 2 different dragons). The item's power only works for the dragon carrying it, not for its entire horde; so mark the dragon in some way to identify it. If the dragon is killed then its item is removed from play permanently.

An item can be 'captured', just like attempting to capture the DragonLance. The defending dragon gets +3 bonus. **Failure:** attacker receives damage normally. **Success:** remove the magic item card from play; the item is again eligible to be found by searching its citadel.

The Lancer cannot also carry a magic item. If a dragon with an item takes the DragonLance then the magic item is dropped; remove the card from play; the item can again be found by searching its citadel.

Shield Of Huma (Good)

A dragon carrying the shield subtracts 4 from any *damage taken* in combat or from colliding with a citadel. Does not protect against altitude lost from Fear.



Dragon Armor (Evil)

Subtract 4 from any damage done due to lost combat or collision with a flying citadel.



Hammer Of Kharas (Good)

Wielder adds 3 to the *damage* given in a successful attack.



Staff Of Magius (Evil)

This one-use item can be invoked when taking damage from losing combat, a citadel collision, or from Fear. When used, the dragon ignores the damage, and instead moves 2 hexes away in any direction (player's choice) and goes to altitude 2. After use it returns to its citadel. Note that this cannot alter the affect of a capture attack.



Flute Of Wind Dancing (Good)

When used it completely negates the affect of a single attack – ignore any damage.



Also negates damage from a citadel collision and from Fear. The flute is a one-shot deal: after use it magically returns to its citadel. Note that this only negates damage, and cannot negate a capture attack.

Nightbringer Mace (Evil)

Wielder gets +3 in combat when attacking. No bonus on defense.





Leader Characters – ADVANCED GAME

Each of the 6 characters are color coded to match a particular dragon horde. Each grants different special abilities to all dragons controlled by that player. Either have players choose a character or randomly deal one to each player.

Tanis – Bronze Dragon Rider

His powerful bow lets the Tanis player make ranged attacks under 3 circumstances:



- 1) Attacking dragon is at the same altitude as the target but is 2 hexes away.
- 2) Attacking dragon is in a hex adjacent to the target, but is 1 level higher or lower.
- 3) Attacking dragon is in the same hex as target, but is 2 levels higher or lower (only possible if using the optional rule *Same Hex, Different Altitude*).

When making a ranged attack the player suffers a -2 combat bonus, but combat is otherwise normal. If Tanis wins the target takes normal damage. If Tanis loses he takes no damage, since he is out of range!

A ranged attack may be made through a gate but only if both Tanis and the defender are at the same altitude and a clear straight path can be drawn between them.

Ranged attacks may not be used to capture the DragonLance or any magic item.

Gilthanas – Silver Dragon Rider

He provides natural toughness. The Gilthanas player gets a +2 combat bonus to all defense rolls. This does not apply when attacking.



Lord Gunthar – Gold Dragon Rider

His great affinity for magic allows the Lord Gunthar player to always have at least 1 magic card (including at the beginning of the game). Any time the player casts their last spell he or she immediately draws another. If there are none available then Lord Gunthar gets one as soon as one is discarded. Note that this player may not simply discard magic cards hoping to get better ones, but must actually use the cards.



Verminaard – Red Dragon Rider

He provides great strength. The Verminaard player gets a +2 combat bonus to all attack rolls. Does not apply on defense.



Kitiara – Blue Dragon Rider

She is a great and powerful leader. The Kitiara player gets 2d10 in combat and chooses the better of the 2 rolls. This may be used when attacking and defending.



Lord Toede – Green Dragon Rider

His natural cunning and maneuverability let the player roll 2d10 for movement and pick either one.



Official Optional Rules (for Basic or Advanced Game)

Individual Leaders

Only 1 dragon gets the benefit of the horde's leader character. The leader rides a particular dragon – if that dragon is killed then so is the leader.

Horde Limit

Limit the number of dragons of any single horde color that can be in the air at one time to 3, 2, or even 1. For a quicker game have each horde start with fewer dragons – the fewer, the quicker the game.

Resurrection

For a longer game allow 1 killed dragon to restart in your lair, at a cost of any 3 (or 4) magic cards.

Counter-Attack Magic

Magic cards that normally only give a combat bonus when attacking can also be used when defending.

Multiple Magic

A dragon may use more than 1 magic card each turn.

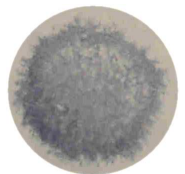
Replenishing Magic Items

When a dragon carrying a magic item crashes, instead of removing it from play it magically returns to its flying citadel.

TERRAIN (Optional)

Most hexes are Open and have no game effect, including the ring of clouds and the lair hexes. There are 3 other terrains that affect play.

Forest: Dense, tall woods. A dragon must be at level 3 or higher to fly into or through. If a dragon is in forest at an altitude of 2 or less (say, as a result of damage in combat) then the dragon crashes and is eliminated.



Mountain: Tall, dangerous peaks. A dragon must be at level 5 or higher to fly into or through. If a dragon is in a mountain hex at level 4 or less then the dragon crashes and is eliminated.



Water: Large lakes around the forbidden tower. If a dragon is forced to level zero or lower while in a water hex then the dragon is *not* eliminated; the water breaks its fall. The dragon misses its next turn then can fly away normally. During the missed turn the dragon cannot move or attack, nor be attacked. If the dragon was carrying a magic item then the item is *not* lost.





Optional Movement Rules

Unlimited Altitude

Dragons may fly as high as they like, limited only by the number of available altitude markers.

Easy Diving

A dragon may descend 1, 2, or 3 altitude levels (player's choice) for each movement point spent. Climbing still costs 1 point per altitude level.

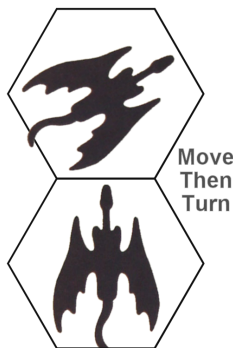
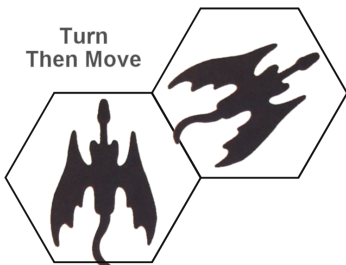
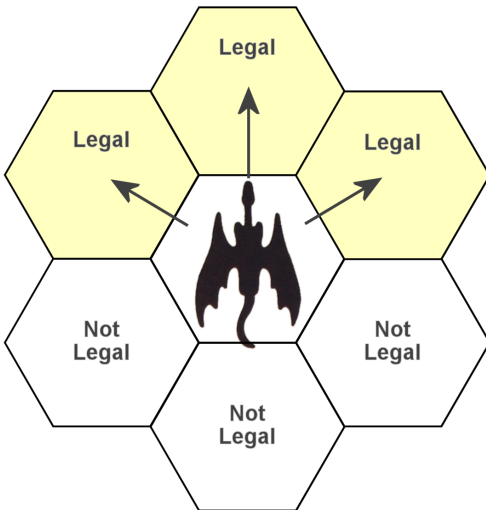
If using the *Basic Game* rule of linking combat bonus to the number of movement points spent then a dragon gets a combat bonus for each altitude level dropped. **Example:** A dragon moves forward 2 hexes and drops 6 levels to make an attack. The dragon gets +8 combat bonus even though only 4 movement points were spent.

Realistic Movement – Facing

Hex facing now matters. Some other optional rules depend on Facing.



- 1) Dragon may not climb or descend while staying in the same hex.
- 2) Dragon may climb no more than 2 levels for every hex of forward movement.
- 3) Dragon may descend no more than 4 levels for every hex of forward movement.
- 4) Dragon may only turn up to 60° for each hex it moves forward. Turns of 120° or 180° are not allowed (see diagrams below). A dragon may turn and move forward, or move forward and then turn. Turning costs no movement points.



Same Hex, Different Altitude

A dragon may enter an occupied hex if the dragons are at different altitudes. The 2nd dragon can move through the hex or stop there. There can be up to 10 dragons in a hex, each at a different altitude.

The problem is fitting the dragon minis in the hex. Consider taking the dragons off the board and using small markers on the board.

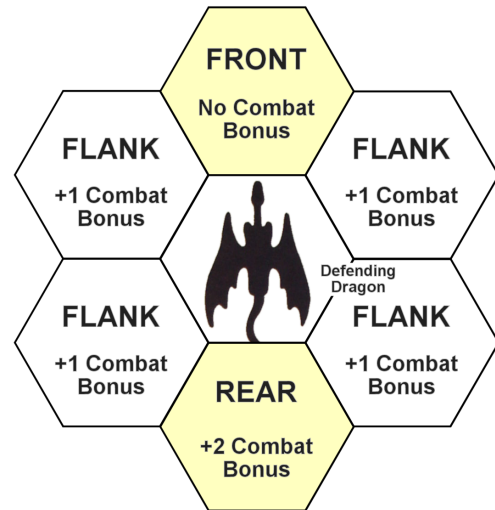
A dragon may attack another dragon in the same hex as long as both are in *adjacent* levels of altitude.

Realistic Combat Movement Bonus

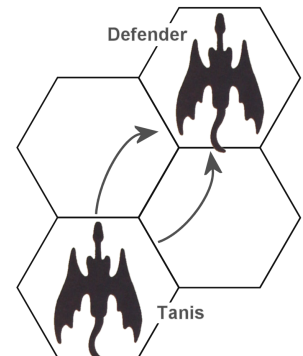
Instead of adding the number of movement points spent to get to an attack position, use the following.

- 1) If the attacker began its move at a higher altitude than the defender then the attacker gets +2. If the attacker was *lower* then the *defender* gets +2. If they are at the same level then neither gets a bonus.
- 2) If the attacker is directly behind the defender then the attacker gets +2. If the attacker is in any of the defender's flank hexes (see diagram below) then it gets +1. An attacker directly in front gets no bonus.
- 3) A dragon at a higher altitude attacking another in the same hex gets +3. Ignore facing in this case.

All combat bonuses are cumulative.



Ranged Attack (Tanis): The player may have a choice as to which hex to trace the line of attack through, and may choose the best one. In the example diagram Tanis could choose to target through the Rear and thus get a +2.



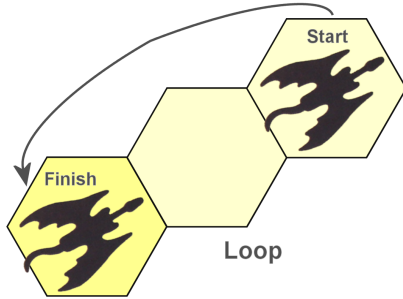


Aerial Stunts

Special moves that allow dragons to go beyond many movement restrictions. Each stunt lists in *italics* the cost in movement points. A player also must usually discard magic cards (without invoking their spells).

Loop *4 movement points & 1 magic card*

Puts dragon 2 hexes directly behind its start position, at the same altitude. Great for doubling back on a following foe.



Loop Counter-Attack *3 magic cards*

A defender being attacked directly from behind may turn the tables by Looping to land directly behind the attacker, and immediately attack instead. Doesn't cost any movement points – a defending dragon doesn't have any. Cannot be used against Tanis' ranged attack.

If the *Basic Game* rules for combat bonuses are in use then a dragon using this stunt gets a +2 combat bonus for the movement points that would have been spent getting to the attack.

If the original attacker also has 3 magic cards then it could do a Loop Counter-Attack of its own. Resolve the counter-attack then allow the moving player to complete their turn.

SCENARIOS

Dragonwar

Take the forbidden tower, courtyard, flying citadels, and DragonLance off the board. Object of the game is to eliminate all other dragons from the skies. Last player with any dragons left wins!

Team Dragonwar

Play a Dragonwar in teams. Ideal teams are the Good dragons (Bronze, Silver, and Gold) against the Evil dragons (Blue, Red, and Green). Allies can trade magic cards if their dragons are in adjacent hexes at the same altitude (or in the same hex at adjacent altitudes, if using *Same Hex, Different Altitude* rule).

DragonLance Components

1 DragonLance	24 Magic Cards	150 Altitude Markers
1 Tower	6 Leader Character Cards (<i>Advanced Game</i>)	2 Ten-sided dice
6 Tower Outer Walls	6 Magic Item Cards (<i>Advanced Game</i>)	1 Game Board
6 Gates (1 for each color)	6 Flying Citadel Counters (<i>Advanced Game</i>)	1 Basic Rulebook
30 Dragons, 5 per horde → Good: Bronze/Silver/Gold; Evil: Red/Blue/Green		1 Advanced Rulebook



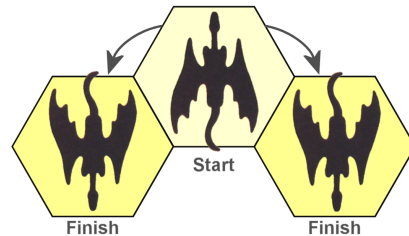
Power Climb *points = levels climbed & 1 card*
Dragon may climb as many levels as desired while staying in the same hex.

Defensive Power Climb *2 magic cards*
Defender may Power Climb to escape an attacker.

Power Dive *points = levels dropped & 1 card*
Dragon may drop as many levels as desired while staying in the same hex.

Defensive Power Dive *2 magic cards*
Defender may Power Dive to escape an attacker.

Roll *2 movement points & 1 magic card*
For a quick change of direction, a dragon may move to a rear Flank hex, facing the opposite direction, at the same altitude.



Defensive Roll *2 magic cards*
Defender may Roll to escape an attacker. Only effective against Tanis' ranged attack only if the defender is moved outside of Tanis' 2-hex range.

Wheel *3 movement points*
Dragon may change its facing to any direction while staying in the same hex. Can be performed at any point in its move.

Defensive Wheel *1 magic card*
Defender may improve its facing versus an attacker.

Team DragonLance

As above, but play the regular game in teams, Good versus Evil. First team to have any player get the DragonLance back to that player's own lair wins!

No Cards

Remove the magic cards, magic items, and the leader character cards from play. Alternately, keep some types of cards and get rid of others. This scenario puts a premium on movement and strategy.

Fast Start

All dragons start at altitude level 4 (or higher).